Modeling Big Multimedia in the Real World

Over the last decade, the volume of multimedia data available on the Internet has massively grown in size and, moreover, it continues to do so at an ever increasing rate. At the same time, however, existing collections –used for analysis or evaluation purposes– do not match the pace of this development, both in terms of size and representativeness of multimedia "in the wild".

This special session aims at presenting the most recent works on the analysis and modeling aspects of *Big Multimedia*, as it is found on the Internet, and obtaining a better understanding of the applicability of existing research approaches to collections at large scale. While the increasing importance of multimedia for everyday communication has lead to a growing research interest, e.g., in the creation, consumption, storage, and retrieval of multimedia content, so far research has tended to focus on small to mid-scale problems, which are often addressed using specialized, purpose-based collections. Little is known about the overall structure of various types of multimedia content as found in the wild and their effect on approaches found in current research literature. This knowledge is, however, vital to address the questions of applicability and scalability of new approaches, when validated at the scale of the vast amounts of multimedia content found in the real world.

The research topics of this special session include, but are not limited to:

- Large-scale content analysis of Text-, Image-, Audio-, 3D-, Video content, New Media, and/or Digital Art found in the wild
- Large-scale meta-data analysis of Text-, Image-, Audio-, 3D-, Video content, New Media, and/or Digital Art found in the wild
- Analysis of sharing and consumption behavior of Big Multimedia on social or other platforms
- Studies of re-use or re-mix behavior of Big Multimedia over time
- Curation of Big Multimedia (e.g., classification, near duplicate detection)
- Approaches to storage, distribution and retrieval of Big Multimedia
- Access restrictions to Big Multimedia (e.g., free licenses vs. copyright restrictions)
- Big Multimedia Lifecycle (e.g., creating, sharing, annotating, re-composing content)
- Evaluation campaigns and methods for multimedia systems at large scale

Program

The special session combines introductory talks with subsequent poster presentations. The technical talks will act as teasers for more in-depth and focused discussions during the poster presentation phase.

Paper Formatting Instructions

Papers have to be formatted according to the MMM 2018 guidelines: they must not exceed 12 pages and must conform to the formatting instructions of the Springer LNCS series.

Important Dates

- Deadline for paper submission: September 18th, 2017.
- Notification of acceptance: October 4th, 2017.
- Camera Ready Paper: November 10th, 2017.
- Conference: February 5th to 7th, 2018.

Organizers

- Luca Rossetto, University of Basel, Switzerland
- Ivan Giangreco, University of Basel, Switzerland
- Heiko Schuldt, University of Basel, Switzerland

Contact

In case of questions, the organizers can be contacted via BigMultimediaInTheRealWorld@gmail.com